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MODELO DE PRESENTACIÓN CORPORATIVA

INDEX

DyNGoS (Dynamic Network for Gamification of Science)

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Parts / Play / Games / Whole — Playful Design, Gameful Design (Gamification), Toys, Games
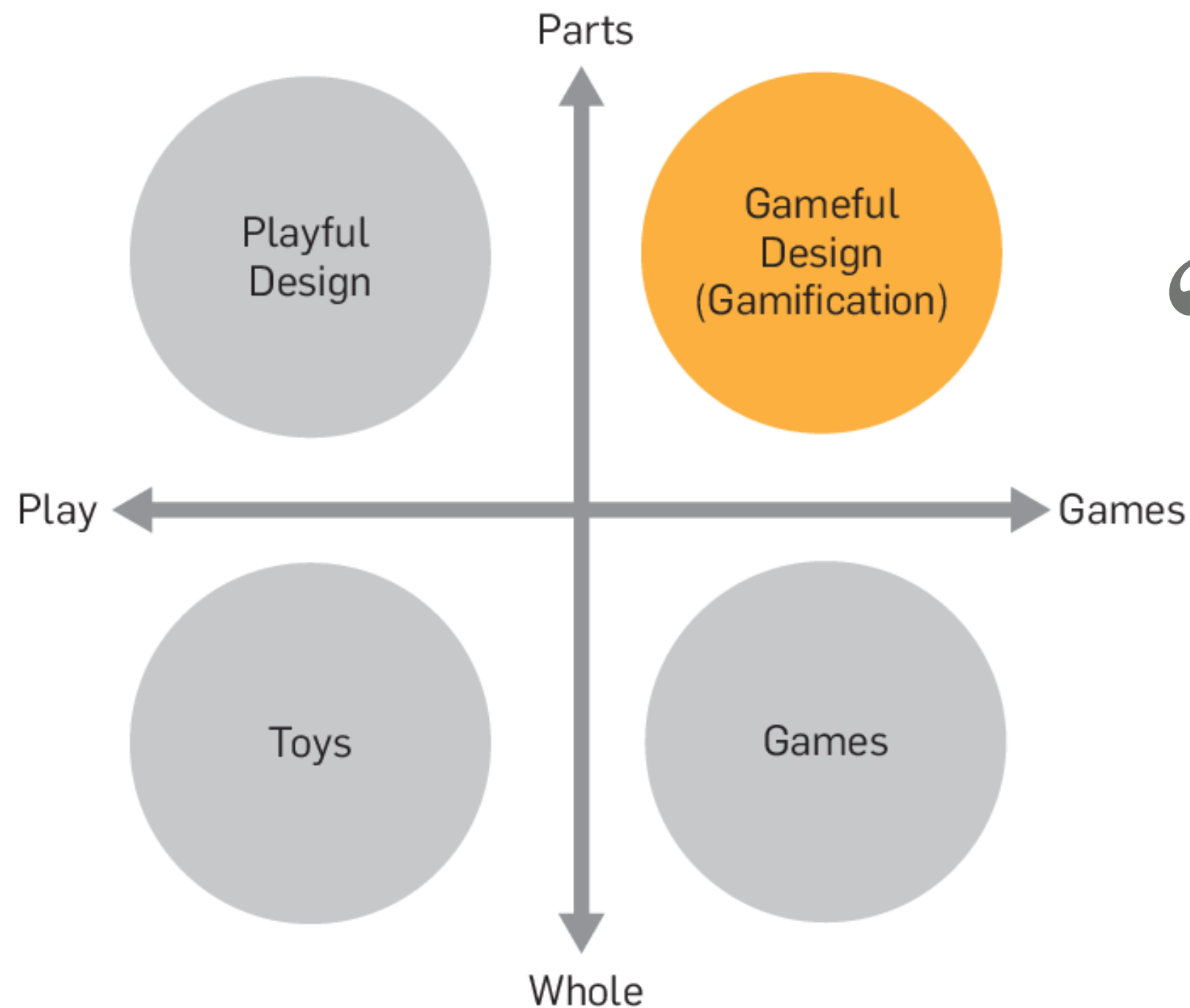
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SUMMARY

Gamification incorporates elements of gaming into traditional learning process (rankings, goals, levels, rewards,...).

Serious gaming are complete games that simulate a real situation which is used for training and learning.

Both offer **similar benefits to engage students** at different education levels:

- Students take active part in the learning process.
- Increase motivation.
- Collaborative and significant learning.
- Put knowledge into practice.
- Pedagogical value of fun and competition.

"It's play that helps us do serious things better" — Daniel Debow

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TEAM
PEOBLE AND SUBJECTS INVOLVED

PEDRO ÁLVAREZ LLORET
Geology | University of Oviedo

CRISTINA AZNARTE MELLADO
Chemistry | IES Aricel, Granada

DIEGO NIETO LUGILDE
Biology | University of Córdoba

MARTA NIETO LUGILDE
Biology | University of Murcia

CARLOS TORRECILLA SALINAS
Maths & Physics | University of
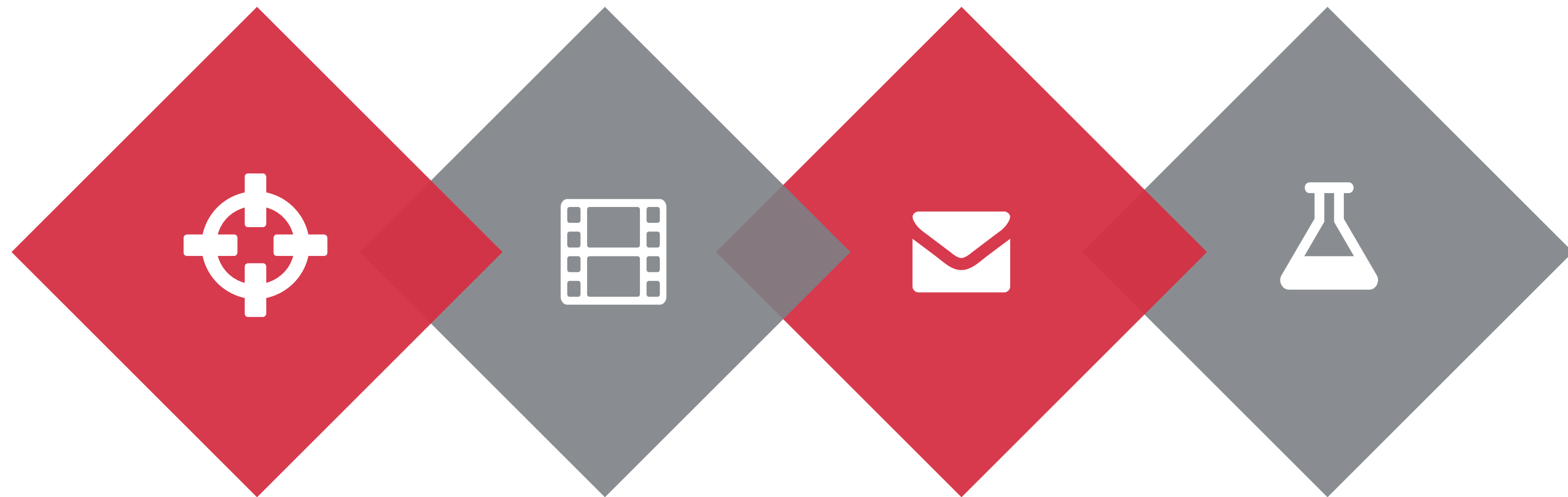Sevilla | Vrije Universiteit Brussel

RAFAEL NAVAJAS PÉREZ
Biology | University of Granada

OBJECTIVES

GOAL 1
Popularization

To promote scientific culture by creating significant learning experiences. To increase students engagement.

GOAL 2
Gamification

To use strategies for gamification of main scientific areas: Biology and Geology, Physics, Chemistry, Maths

GOAL 3
Validation

To validate potentiality of already designed serious games as innovative teaching tools at different education levels.

GOAL 4
Creation

To design new gamification strategies and serious games.

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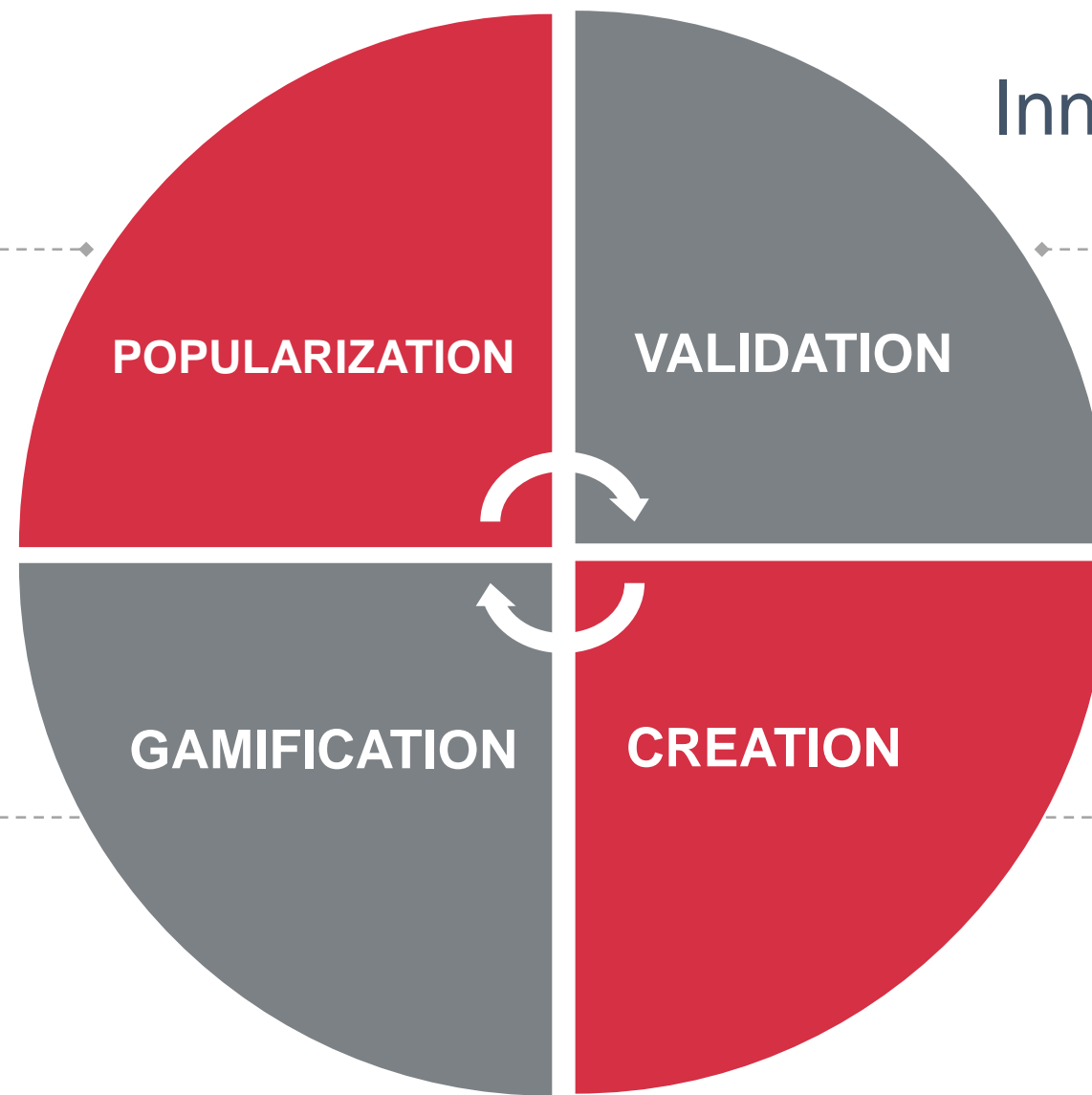
ACTIONS

ACTIVITIES AND ACTIONS DEVELOPED.

DyNGoS
Network

We have created the Dynamic Network for Gamification of Science (DyNGoS) and this work is its formal launching.
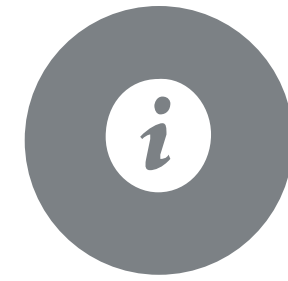
Mendelius|Territory
Serious Games

We have designed two serious games, Mendelius (Genetics) and Territory (Environmental Sciences).

POPULARIZATION

VALIDATION

GAMIFICATION

CREATION

Rubrics
Innovative Teaching

We are testing the potentiality of already designed games at different education levels.

More games to come
Uploading…

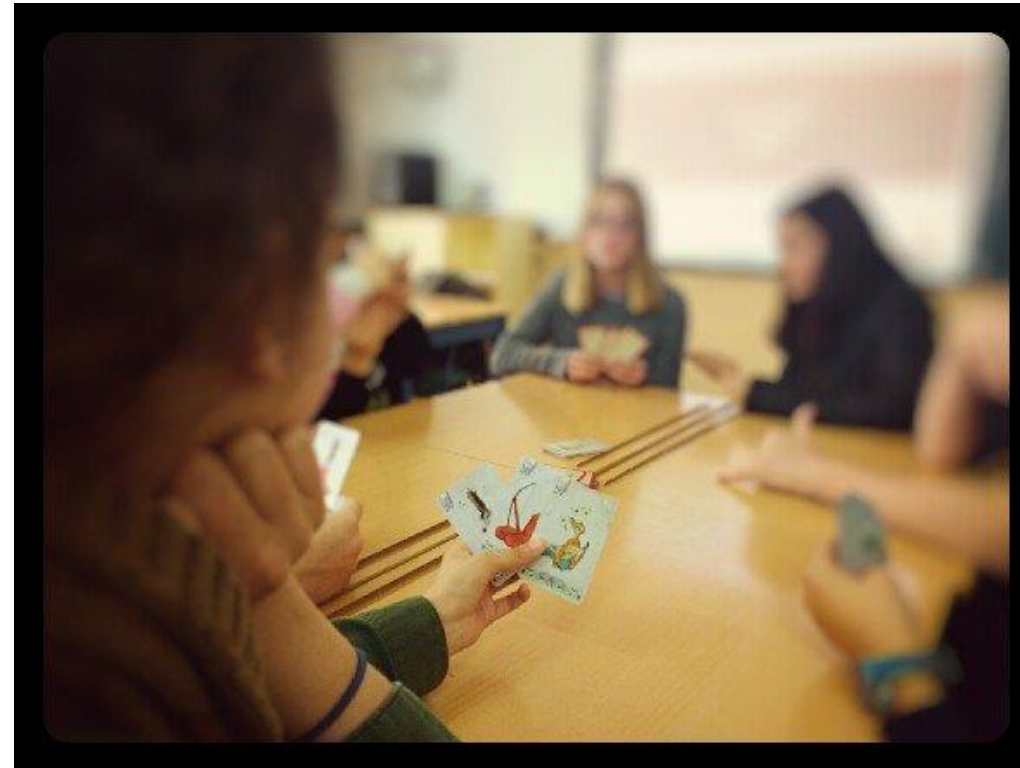We are currently designing new strategies and serious games.

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IMPACT

Mendelius

A card game to learn the principles
of Genetics (Mendel's Laws)

www.mendelius.com

- Mendelius is being used in about 100 Spanish high-schools and some Sudamerican education centers to teach Mendel's Principles.

- >4000 downloads of Mendelius app from GooglePlay store.

- Unk. downloads of Print&Play version.

- A version in English and French is currently being generated.

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IMPACT

Territory

A tabletop game to raise awareness of the complexity of Environmental Sciences and the need to balance between human development, societal welfare, and nature protection and conservation.

- Territory has been piloted both in Brussels and Granada in several gaming sessions.

- It has also been used to introduce the subject to future students of Environmental Sciences

- We plan to introduce it in real learning experiences as part of the Environmental Sciences degree

x10 Territory tiles

U R I
x30 Qualified land chips

x30 Protected land chips

x50 Building chips

x30 Road chips

Global objectives | 1 | 2 | 3 | Personal objectives

Declaring participation

Objectives pad

x50 Personal objective cards

x12 Action cards

x22 Global objective cards

x15 voting cards (3cards/player)

x5 Instruction pads

Tracks pad

Player's chips and points pad

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Further information

IF YOU WANT TO KNOW MORE ABOUT IT

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